

# Disorienting Roar



Command

MUDGLE and  
IMMOBILIZE

Target all enemies within Range 2



2

2

Swap the positions of any two figures.



# Beast Tyrant



# Spirit Swap



Command

Move 2 • •



2

2



Swap the positions of any two enemies.

# Beast Tyrant



# Venomous Ally



## Summon Green Adder



: 4



: 2



: 1

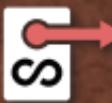


: -

POISON



2



2

2

79

Attack ⚡ 2

Range ✕ 4

POISON



449

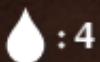
# Beast Tyrant



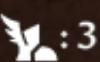
# Relentless Ally



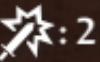
## Summon Tattered Wolf



: 4



: 3



: 2



: -

2

S



2

2

81

Move 5

450

# Beast Tyrant



# Concentrated Rage



Attack 1 •

Range 4 •

DISARM

2

2

5

Before your bear acts, you may choose to forego the top action of your turn to add +3 Attack to your bear's attacks for the round.

Before your bear acts, you may choose to forego the bottom action of your turn to add +3 Move to your bear's moves for the round.



# Beast Tyrant



# Disappearing Wounds



Heal 4 •

Self

2

2

23

Command

Attack 2 • •



452

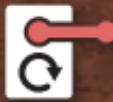
# Beast Tyrant



# Patch fur



All summoned allies gain Shield 1.



2

2

20

Command

Heal 4

Self



453

# Beast Tyrant



Maul



Command

Attack

2

2

14

Move 3

Shield 1

Affect one adjacent ally



454

# Beast Tyrant



# Forceful Swipe



Command

Attack 2



2

2

35

Command

Move 3

PUSH 2

Target one adjacent enemy



455

# Beast Tyrant



# Howling Bolts



Attack 1

Range 4

Target 3

2

2

47

Command

Move 5

1

456

# Beast Tyrant



# Soaring Ally



## Summon Red Falcon

• : 2

• : 4

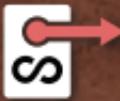
• : 2

• : -

Flying



2



• 2

• 2



Move 3 •

Jump

# Beast Tyrant



# Focused Aggression



Attack 3

Range 3 •

2

2

31

Command

Attack 5 • •



458

# Beast Tyrant



# Borrowed Essence



Attack 2 •

Range 3



: +2 Attack ,

Heal 2 •

Self



: +2 Heal ,

2

2

56

Redistribute all damage taken by you and  
all summoned allies however you like.

No figure may receive more damage  
than they have hit points.

# Beast Tyrant



# Energizing Strike



Command

Attack 4 • •

STRENGTHEN

Self



29

2

2

Heal 1

Affect all allies



460

# Beast Tyrant



# Earthen Spikes



Attack 3

Range 2

IMMOBILIZE



2

2

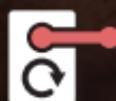


Shield 2

Affect all summoned allies

Retaliate 2

Affect all summoned allies



461

# Beast Tyrant



# Vicious Ally



## Summon Swamp Alligator

• : 5

• : 2

IMMOBILIZE

• : 3

• : -



2

S



• : 2

• : 2

86

Command

Attack • : 2

Target • : 2

1

462

# Beast Tyrant



# Unstoppable Beast



Command

Attack 3



: +1 Attack ,



2

2

32

Move 5

463

# Beast Tyrant



# Ancient Ward

4

Attack ⚡ 2 •

Range ⚡ 4

Target ◎ 2 •

DISARM 



19

⚡ 2

⚡ 2

Heal 💧 4 •

Range ⚡ 4



464

# Beast Tyrant



# Punch Through

4

Command 

Attack  3 •

PIERCE  4 •



 2

 2

 44

Move  3 •

Add +1 Attack  to all  
Command  actions this round.



465

# Beast Tyrant



# Rampage



Command

Attack 2

Move 2 •

Attack 2

2

Move 2 •

Attack 2

2

2

34

Any one summoned ally performs

Move + 0

Attack + 0

with you controlling the actions.

# Beast Tyrant



# Stone Sigil



## Summon Monolith



💧 : 15

🦅 : -

Shield 🛡 2

⚡ : -

⚡ : -



2



⚡ 2

🦅 2

95

Command 🌱

Move 🦅 5 • •

# Beast Tyrant



# Primal Blessing



Heal 2

Range 4

Target 3



2

2

28

Move 2

Swap positions with your bear.

Move 2



468

# Beast Tyrant



# Blood Hunger



After your bear's next five attacks,  
it performs a "Heal  $\bullet$  2, Self" action.



Command

Attack  $\star$  3

Heal  $\bullet$  3

Self



# Beast Tyrant



# Storm Sigil



## Summon Wind Totem



💧 : 8

🦅 : -

Target all adjacent  
enemies

⚡ : 1

↗ : -

PUSH ➔ 2



2



⚡ 2

🦅 2

93

Command 🌱

Attack ⚡ 4

470

# Beast Tyrant



# Tyrannical force



Attack 3

Range 3

STUN



2

2

37

All summoned allies within  
Range 3 perform

Move - 1

with you controlling the actions.



471

# Beast Tyrant



# Lash Out



Command

Attack 4 •

Target all adjacent enemies



2

2

18

Command

Move 3 •

PUSH 2 •

Target all adjacent enemies



472

# Beast Tyrant



# Natural Remedy



Heal 5 •

Range 3



: +1 Heal , +1 Range ,

2

2

25

Move 4 •

**STRENGTHEN**

Affect one adjacent ally

# Beast Tyrant



# Jaws of Death



Command

Kill one adjacent normal enemy  
whose current hit point value  
is equal to or less than 6.



2

2

48

Command

Attack 2

PUSH 3

Move 3



Attack 2



474

# Beast Tyrant



# Tribal Sigil



## Summon Spirit Banner

💧 : 8

🦅 : -

All adjacent allies add +2

⚡ : -

⚡ : -

Attack ⚡ to their Attack actions.

2

S

⚡ 2

🦅 2

91



Recover ✓ up to two lost cards with Summon actions on them.

475



# Beast Tyrant

